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MORTAL KOMBAT® 3

INSTRUCTION BOOKLET

MATURE
M
AGES 17+

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SUPER NINTENDO
ENTERTAINMENT SYSTEM

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GETTING STARTED

WARNING: NEVER TRY TO INSERT OR REMOVE A GAME PAK WHEN THE POWER IS ON!

1. Turn the power OFF on your Super NES®.

2. Make sure a Controller is plugged into the #1 Port on the Super NES® System.

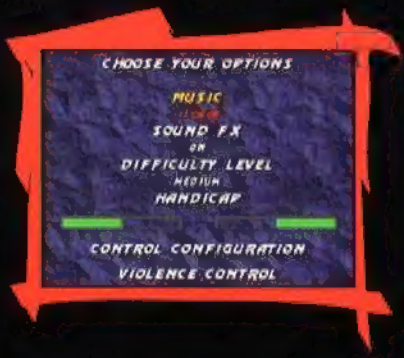
3. Insert the Game Pak into the slot on the Super NES®. Press firmly to lock the Game Pak in place.

4. Turn the power switch ON. The game will cycle through an opening sequence giving the storyline, etc. After the appearance of the Mortal Kombat®3 title screen, you may bypass at any time by pressing START.

5. Press START to get to the Main Menu. Here you have two choices: START or OPTIONS. Press up/down on the control pad to highlight with the rotating coin. Then press START to select your choice. Good Luck!

This product is not designed for use with the Super NES® Mouse, Super NES® Super Scope or Super NES® Multi-Player Adapters.

OPTIONS



If you select OPTIONS at the Main Menu, you will go to the "Choose Your Options" Screen. Press Up/Down on the Control Pad to highlight the various features. Then press Left/Right on the Control Pad to change. All changes showing when you exit the screen will be active.

MUSIC: STEREO, MONO, or OFF

SOUND EFFECTS: ON or OFF

DIFFICULTY LEVEL: Very Easy, Easy, Medium, Hard or Very Hard

HANDICAP: A feature that allows two players of different skill levels to battle on an equal basis. Use the Control Pad-RIGHT to raise the amount of damage your character will incur with each hit. Use the Control Pad-LEFT to lower the amount of damage you will incur. Handicap only works in the 2-player mode.

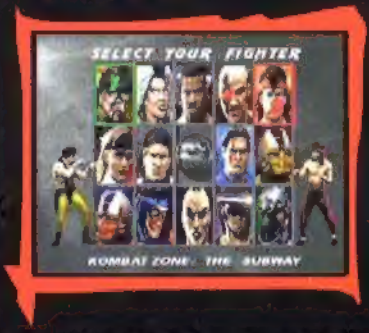
CONTROL CONFIGURATION:
The buttons are listed below:

A - Low Kick
B - Low Punch
X - High Kick
Y - High Punch
Control Pad Up - Jump
Control Pad Down - Crouch
Control Pad Left or **Right** - Walk
L Button - Block
R Button - Run
Use the Control Pad Up/Down to highlight the control you want to change and then press the button you want it to become.

VIOLENCE CONTROL:
Fatalities: ON or OFF
Blood: ON or OFF

To exit the OPTIONS screen press START.

START MODE



If you select START GAME you will go to the "Select Your Fighter" Screen which has pictures of all the warriors available to a player—Liu Kang, Kung Lao, Jax, Sonya, Cyrax, Sektor, Sub-Zero, Nightwolf, Kabal, Stryker, Kano, Shang Tsung, Sindel, and Sheeva. Use the Control Pad to move the colored frame onto your choice. Press any button to Select him/her and begin the Fight in the location shown at the bottom of the screen.

Once you have chosen your Fighter, you will be taken to the "Choose Your Destiny"Screen. Press the Control Pad Left/Right to toggle between the columns: WARRIOR, MASTER or NOVICE. Press ANY BUTTON to select. You will then see a large column scrolling with the characters' faces.

Should a second player desire to join the fight, he may do so at any time by pressing the START Button. This will then return both players to the "Select Your Fighter" Screen, where they must again choose Warriors. Should both players select the same Warrior, Player Two will be distinguished by a different color.

FIGHTING SUMMARY

The Tournament first tests a Warrior's fighting skill by pitting him against the other Tournament Challengers. In all Mortal Kombat battles, meters in the upper part of the screen measure the health of each Warrior.

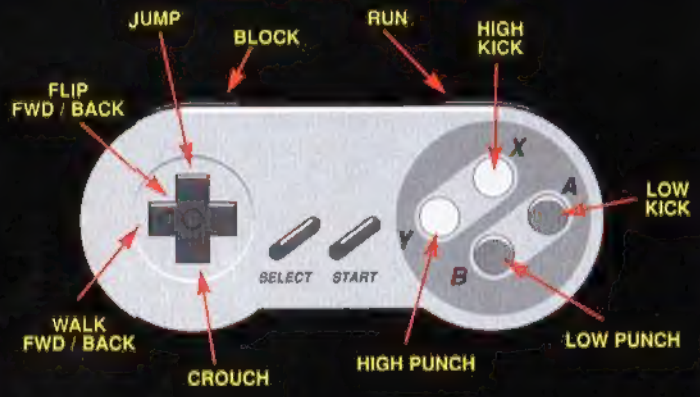
The meters begin each round indicating the Warrior's complete health, but are reduced with each blow taken. The amount of the reduction depends both on the type of hit and whether or not it was blocked. When a Warrior's health meter runs out, he/she is knocked out and the round goes to the opponent.

Should time run out before either Kombatant is knocked out, the Warrior with less injuries is declared the victor. The first Warrior to win two rounds takes the match and moves on to his/her next opponent.

NOTE: If four rounds pass without a match winner, both Kombatants will be disqualified from the tournament.

EACH KONTESTANT INVITED TO THE TOURNAMENT HAS SPENT YEARS IN PRACTICE AND MEDITATION TO PERFECT HIS MARTIAL ARTS SKILLS. BEFORE ENGAGING THESE WARRIORS IN KOMBAT, YOU TOO, SHOULD PRACTICE THE MARTIAL ARTS BY MEDITATING ON THESE LESSONS.

BASIC MOVES

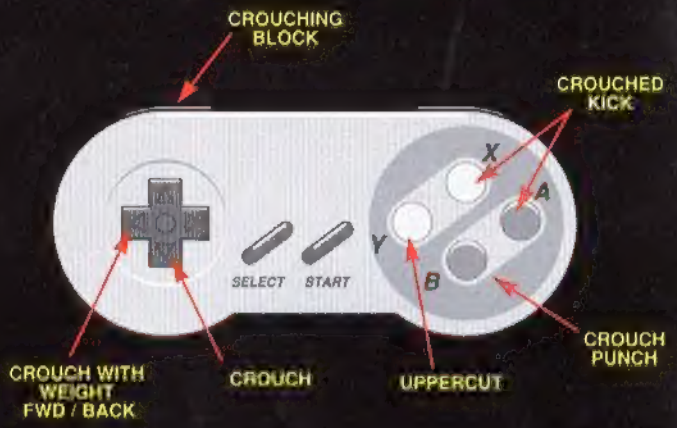


The best way to begin your training is with the fundamental moves: Kicks, Punches, Crouches, Jumps and Blocks. These moves may seem trivial compared to powerful and acrobatic moves like the Flying Kick. However, knowing how to stop, avoid or counteract a Flying Kick can be far more useful than knowing how to land one yourself. The **R Button** (RUN) is especially powerful. No longer can a foe hide by backing off. Hold the **R Button** while pressing **FORWARD** on the **Control Pad**. Combined, these fundamentals are the foundation for both a strong defense and a potent offense.

CLOSE QUARTERS

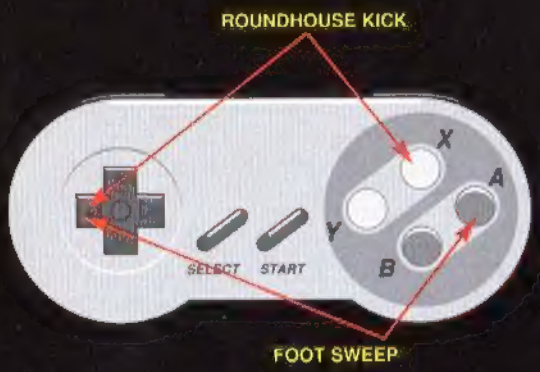
Additional moves used during close-in kombat situations are the Knee and the Throw. They are highly effective and do not require full limb extension, which is impossible in close quarters. Although these moves are potent, they can be used only when directly adjacent to an opponent.

CROUCHING MOVES



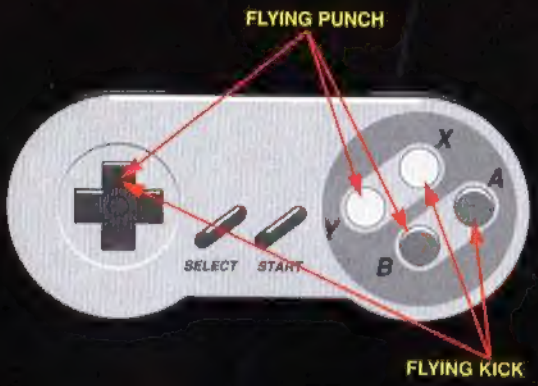
Defensively, the Crouching Moves allow one to avoid punches and aerial weapons, to escape from close proximity and to avoid being thrown. Offensively, the Uppercut, executed from the Crouch is one of the most powerful offensive weapons in a Warrior's arsenal. To do the crouching moves, hold the **Control Pad DOWN** and simultaneously push **A** or **X** for Kick or hold the **Control Pad DOWN** and push **Y** for Uppercut. The **BLOCK (L Button & Control Pad DOWN)** can always be used to defend against your opponent's moves.

SPINNING MOVES



The Spin is the key to such exotic moves as the Roundhouse Kick and the Foot Sweep. The Foot Sweep hits your opponent's ankles and knocks him onto his back. The Roundhouse is a spinning kick which strikes your opponent in the face. To execute the Spin moves, hold the **Control Pad AWAY** from your opponent while you press the appropriate Attack Buttons.

AERIAL MOVES



The final moves one should master are the Aerial Moves–Flying Punches and Kicks. To execute these moves, either jump in place (**Control Pad UP**) OR towards (**Control Pad UP+Fwd/Back**) your opponent, then press the Attack Buttons while in the air. However, unlike most attacks, Aerial Attacks must be timed properly to land blows.

SPECIAL MOVES

All of the Mortal Kombat Warriors possess expert fighting skills. In that respect, they are equal to thousands of other warriors around the globe. What raises them above their peers are the Special Moves which they have created and perfected. In order to become a superior Warrior, skilled enough to win the title of Grand Champion, you too, must learn these moves. Whether they are special kicks or elemental bolts, these moves make the Mortal Kombat Warriors the fiercest and most ferocious Kombatants on Earth. Mastering their special moves will do the same for you.

SECRET CODES

At the bottom of the VS BATTLE Screen you will see a row of six boxes with different Dragon Icons in them.

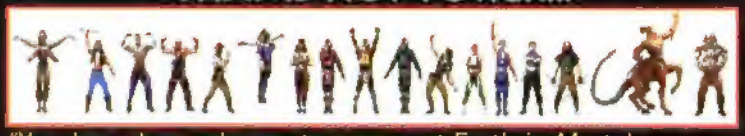
Player 1 can change the symbols in the first three boxes by pressing his or her HIGH PUNCH, LOW PUNCH and LOW KICK (default: **Y,B,A**) Buttons. Player 2 can do the same with the other three symbols. If you hold **UP** on the **Control Pad** while pressing **Y, B or A,** you can reverse the order in which the Icons appear. The six symbols represent secret codes which can have subtle or dramatic effects on game play. Each Button causes the Icon in the corresponding box to change to the next Icon in a predetermined order (See chart at right.)

0	DRAGON
1	MK
2	YIN / YANG
3	3
4	QUESTION
5	LIGHTNING
6	GORO
7	RAIDEN
8	SHAO KAHN
9	SKULL

For example, pressing the Player 1 LOW PUNCH (Default:B) Button once will change the Dragon Icon in the first box into a "MK" symbol. Pressing it a second time will change it to the third Icon in the sequence (a Yin/Yang) and so on. Pressing a button more than nine times will cause the order of the Icons to start over. In other words, pressing a button that corresponds to a box with a Skull Icon will change the Skull back to the original Dragon Icon.

Now, let's take the code: Skull, Shao Kahn, Raiden, MK, Yin/Yang and 3. To enter this code, Player 1 presses LOW PUNCH (Default: **B**) Button nine times, BLOCK (Default: **L**) eight times and LOW KICK (Default: **A**) seven times. Meanwhile, Player 2 presses **B** one time, **L** twice and **A** three times. The Match-Up Screen doesn't stay up for long, so you need to punch in the codes quickly. Some players find it easier to memorize the codes by referring to them in terms of the number of button presses it takes to get the proper symbols in place. For example, the code that activates the game "Throw Disable" feature–MK, Dragon, Dragon, MK, Dragon, Dragon–is easier to remember in numeric form as: **100-100**. Example, both Player 1 and Player 2 press LOW PUNCH (default: **B**) Button one time.

THERE IS NO KNOWLEDGE THAT IS NOT POWER...



"You have been chosen to represent Earth in Mortal Kombat. Be warned. For although your souls are safe from Shao Kahn's evil, your lives are not. I can no longer interfere as your Earth is now ruled by the Outworld gods."
...These are the words of Rayden

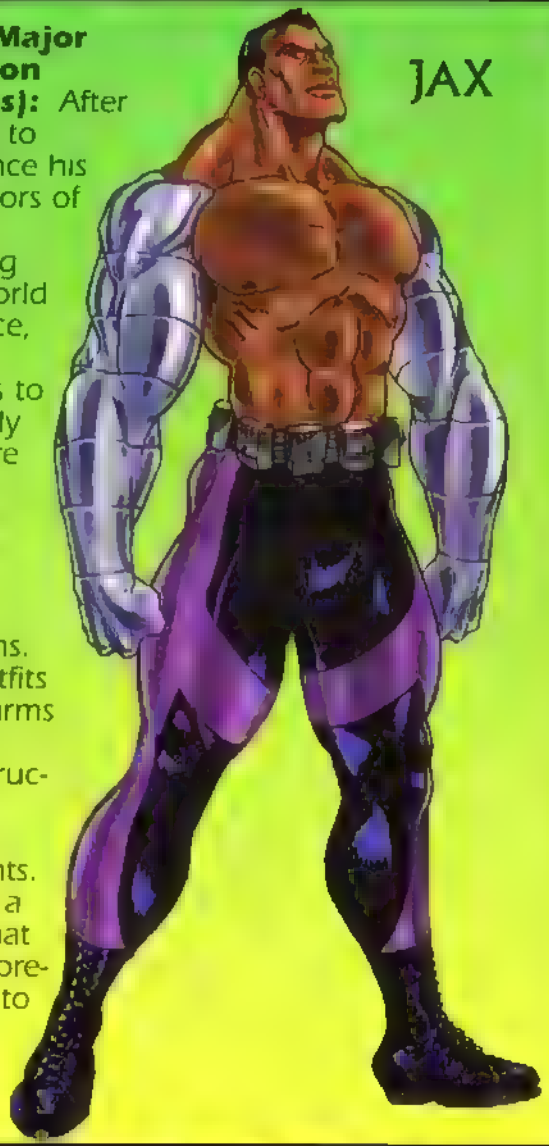
For centuries Earth has used Mortal Kombat to defend itself against the Outworld's Emperor, Shao Kahn. But Kahn grows frustrated by failed attempts to take Earth through Tournament Battle. He enacts a plan which began 10,000 years ago. During that time Shao Kahn had a Queen. Her name was Sindel and her early death was unexpected. Kahn's Shadow Priests, led by Shang Tsung, made it so Sindel's spirit would someday be reborn: not on the Outworld, but on the Earth Realm itself. This evil act gives Shao Kahn the power to step through the dimensional gates and reclaim his Queen, thus enabling him to finally seize the Earth Realm. Upon breaching the portal into Earth, Shao Kahn slowly transforms the planet into a part of the Outworld. He strips the Earth of all human life: claiming every soul as his own. But there are souls which Kahn cannot take. These souls belong to the Warriors chosen to represent Earth in a new Mortal Kombat. The remaining humans are scattered throughout the planet. Shao Kahn sends an army of fierce Outworld Warriors to find and eliminate them. Some of Earth's Warriors survive the attacks. Most do not, but the remaining few hold the one chance at saving all of human kind..

CYRAX

Cyrax: Cyrax is unit LK4D4, the second of three prototype Cybernetic Ninjas built by the Lin Kuei. Like his counterparts, Cyrax's last programmed command is to find and terminate the rogue Ninja, Sub-Zero. Without a soul, Cyrax goes undetected by Shao Kahn and remains a possible threat against his occupation of Earth.

JAX

Jax (Major Jackson Briggs): After failing to convince his Superiors of the coming Outworld menace, Jax begins to covertly prepare for future battle with Kahn's minions. He outfits both arms with indestructible bionic implants. This is a war that Jax is prepared to win.



KANO

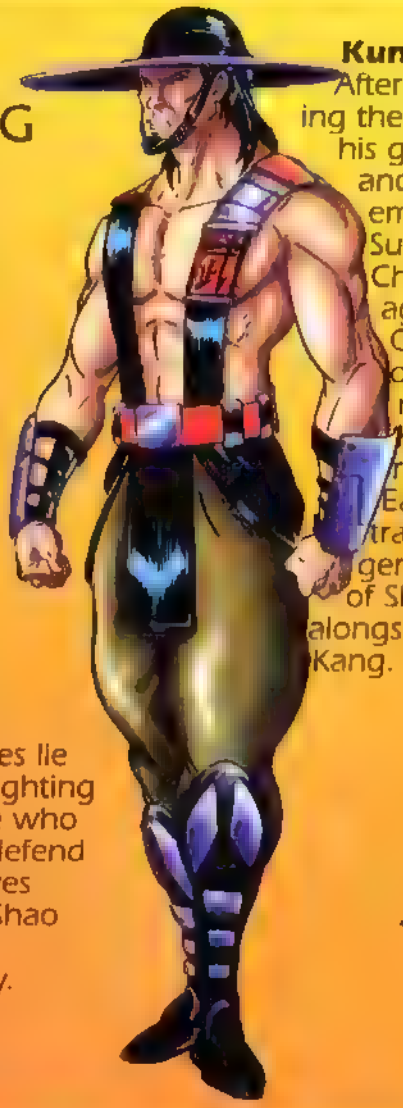
Kano: Thought to have been killed in the first Tournament. Instead, he's found alive in the Outworld where he once again escapes capture by sorry.

Before the actual Outworld invasion, Kano convinces Shao Kahn to spare his soul.

Kahn needs someone to teach his warriors how to use Earth's weapons. And Kano is the man to do it.

KUNG LAO

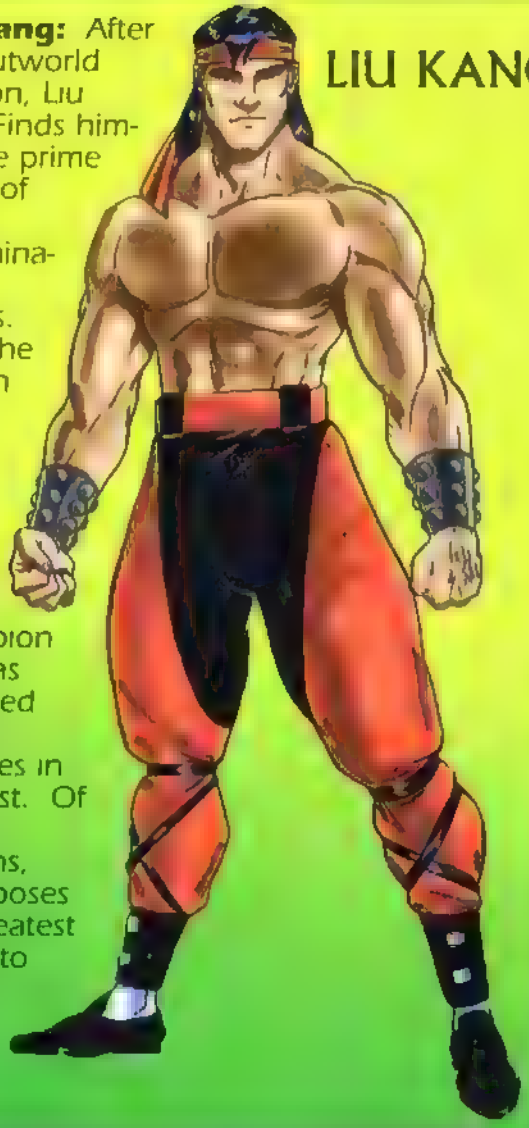
Kung Lao: After avenging the death of his great ancestor by emerging Supreme Champion against all Outworld opponents, Kung Lao returns to Earth to train a new generation of Shaolin alongside Liu Kang.



But Lao's greatest challenges lie ahead, fighting for those who cannot defend themselves against Shao Kahn's treachery.

LIU KANG

Liu Kang: After the Outworld invasion, Liu Kang Finds himself the prime target of Kahn's extermination squads. He is the Shaolin Champion and has thwarted Kahn's schemes in the past. Of all the humans, Kang poses the greatest threat to Shao Kahn's rule.



NIGHTWOLF

Nightwolf: Works as a historian and preserver of his people's culture. When Kahns portal opens over North America, Nightwolf uses the magic of his Shamen to protect his tribe's sacred land. This area becomes a vital threat to Kahn's occupation of the Earth.

SEKTOR

Sektor: Sektor is actually the code name for unit LK-9T9. He was the first of three prototype Cybernetic Ninjas built by the Lin Kuei. Sektor was once a human assassin trained by the Lin Kuei. He volunteered for [illegible] automation because of his loyalty to the Clan. Sektor survives the Outworld invasion...he has no soul to take.

SHANG TSUNG

Shang Tsung: Shang Tsung is Shao Kahns Lead [illegible]

SHEEVA

Sheeva: Was hand-picked by Shao Kahn to serve as Sindel's personal protector.

However, she becomes suspicious of Shao Kahn's loyalty towards her race of Shokan when he places Motaro as the leader of his extermination squads.

On the Outworld, Motaro's race of Centaurians are the natural enemy of the Shokan.

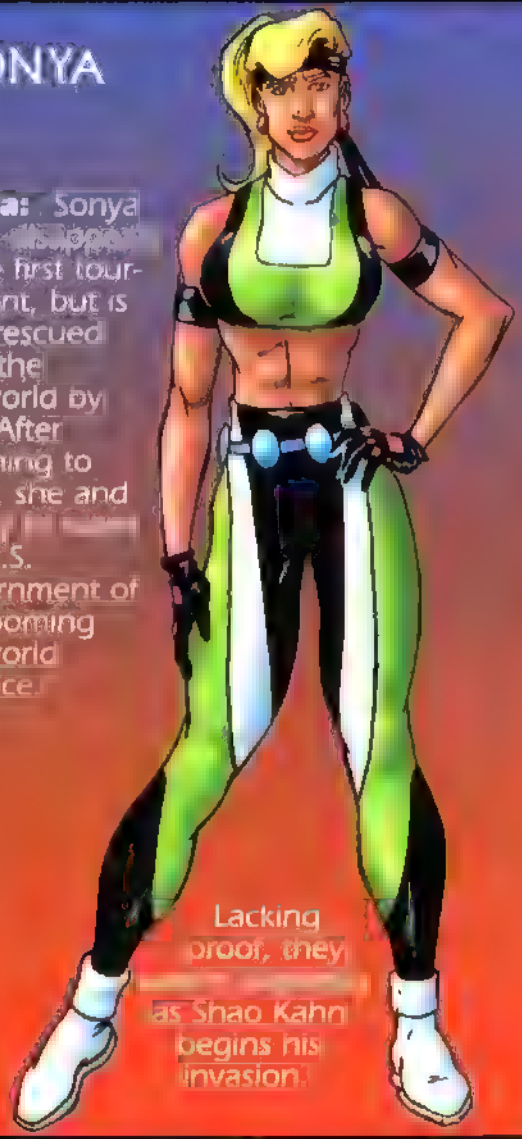
SINDEL

Sindel. Once ruled the Outworld at Shao Kahn's side as his Queen. Now, 10,000 years after her untimely death,

she is reborn on Earth. Her evil intent is every match for Shao Kahn's tyranny. She is the key to his occupation of Earth.

SONYA

Sonya: Sonya [illegible] in the first tournament, but is later rescued from the Outworld by Jax. After returning to earth, she and [illegible] the U.S. Government of the looming Outworld menace.

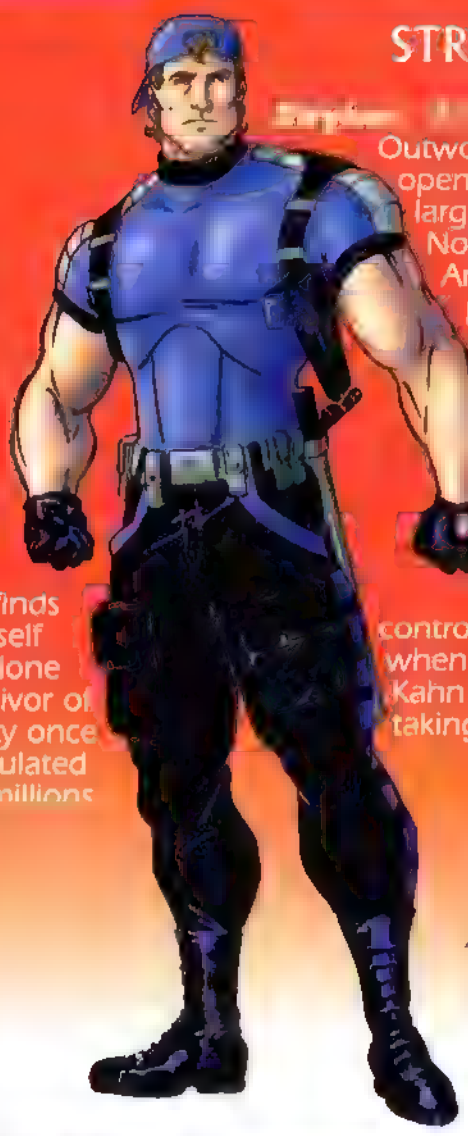


Lacking proof, they [illegible] as Shao Kahn begins his invasion.

STRYKER

Outworld portal opens over a large city in North America, panic and chaos [illegible] of control. Kurtis Stryker was the leader of a riot control brigade when Shao Kahn began taking souls.

He finds himself the lone survivor of a city once populated by millions.



SUB-ZERO

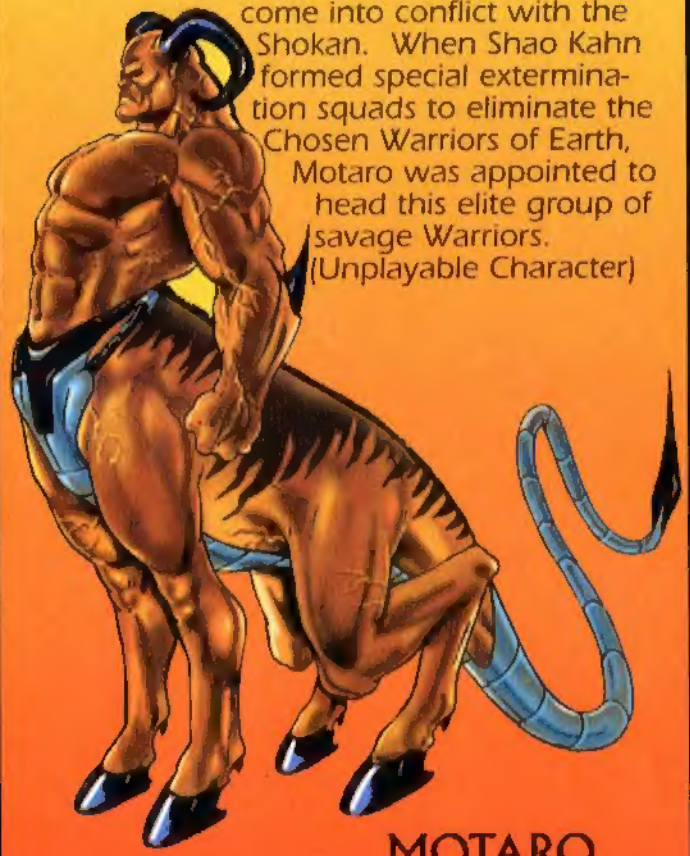
Sub-Zero: The Ninja returns unmasked. He was betrayed by his own Ninja clan, the Lin Kuei. He broke the sacred Codes of Honor by leaving the Clan and is marked for death. But unlike the Ninja of old, his pursuers come as machines.

He must not only defend against the Outworld menace, but must also elude his soulless assassins.

SMOKE

Smoke: Third of the three prototype Cybernetic Ninjas, Smoke's unit designator was erased in a computer crash. Lost as he is to software control, no one can be sure that he will complete his ultimate programming, i.e., kill Sub-Zero. So, he is somewhat of a wild card in the Tournament deck. (Secret Character)

Motaro: In the realm of the Outworld, Motaro's race of Centaurians has long since come into conflict with the Shokan. When Shao Kahn formed special extermination squads to eliminate the Chosen Warriors of Earth, Motaro was appointed to head this elite group of savage Warriors. (Unplayable Character)



MOTARO

Shao Kahn: Many decades ago, Shao Kahn rose to power in the Outworld, usurping the realm from Kitana's parents and taking Queen Sindel for his bride. But she died. Now, centuries later, Sindel is reborn. And since Shang Tsung failed to win the Earth Realm through Mortal Kombat I and II, her rebirth is the means by which Kahn will finally seize the planet forever unless... (Unplayable Character)

SHAO KAHN

Earth Forces

In this loose genealogy, most characters are not blood-related except by dint of the blood that they have all spilled. To that end, the Earth Forces are no more virtuous than the Outworlders and still fight each other if no worse enemy is around.

Rayden
God of Thunder

Liu Kang
Shaolin Monk

Kung Lao
Shaolin Monk

INDICATES CHARACTER OF FORMER EPISODE, NOT REPRESENTED IN MK3

Jax
Major Jackson Briggs
U.S. Army Special Forces

Sonya
LT. Sonya Blade
U.S. Army Special Forces

Stryker
Kurtis Stryker
SWAT Officer

Johnny Cage
Martial Arts Actor

Sub-Zero
Lin Kuei Ninja

Scorpion
Lin Kuei Ninja

Cyrax (LK-4D4)
Lin Kuei Cyberninja

Sektor (LK-9T9)
Lin Kuei Cyberninja

Smoke
Hidden Cyberninja

Kano
Itinerant Thief

Kabal
Nomadic Warrior

Nightwolf
Native American
Shaman Warrior

Outworld Forces

Shao Kahn
Outworld Overlord

The Outworld loyalties are constantly in flux, driven by the hatred and mistrust of centuries. Adding to the chaos is the penchant of Shao Kahn to pervert the motives of all he encounters in order to find a portal to the Earth for his own nefarious ends.

Shang Tsung
Sorcerer

Reptile
Sorcerer's Bodyguard

Jade
Hidden Green Ninja

Noob Saibot
Hidden Black Ninja

Motaro
Centaurian Warrior
Rival of The Shokan

Baraka
Nomadic Mutant

Sindel
Queen of Outworld
Bride of Shao Kahn

Kitana
Sindel's Daughter

Mileena
Kitana's Half-Sister
Clone of Kitana

Goro
Four-Armed Shokan

Kintaro
Four-Armed Shokan
Successor to Goro

Sheeva
Shokan Female
Protector of Sindel

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